



RUBRIC: SCRATCH AMBASSADOR

From Regional to KySTE & to State Championship

Individual Student Event, Two Students Per School Allowed To Apply

Division Level(s): All K-5, 6-8, 9-12

Students from primary grades to college use different tools to explore, create and share digital creations while developing crucial 21st century skills. Scratch is a free tool that students can use for creative computing. It is available online: <http://scratch.mit.edu>

The Scratch Playground at the State Championship will be an area set up for visitors to explore the Scratch website as well as remix and create projects such as digital games, animations, stories and interactive media. We anticipate including an area for Scratch Jr. (app for android/apple devices) and physical computing devices that connect to Scratch.

At the State Championship, selected student ambassadors will be part of a team that rotates to assist visitors in the Scratch Playground. Scratch ambassadors will encourage others to explore, create with Scratch and answer questions as needed.

What the STLP Coordinator/Teacher should do:

- Share and discuss the rubric with students
- Determine which students should apply for this category (i.e. students who demonstrate an understanding of Scratch software, are excited about creating digital projects in Scratch and can help others).
- Plan for the student to attend Fall Showcase for the interview
- Practice interviewing skills with students

What the student should do:

- Review the rubric
- Prepare examples of different Scratch projects you have created to show a range of understanding of the blocks and features of the Scratch software
- Bring a device with access to the Scratch software, to show the judges your Scratch projects. Make sure to use a downloaded version of Scratch, do not rely on the internet.
- Prepare to answer questions such as features in Scratch, programming terms (such as looping and sequence) and helping others.
- Practice interviewing skills

What judges will do:

- Interview the student and score the interview and documents based upon the rubric.

REGIONAL	CRITERIA	POINTS
Skills	Can create projects in Scratch	1 2 3 4 5
	Can troubleshoot block-based programming languages	1 2 3 4 5
	Can effectively communicate to others about Scratch or programs like Scratch	1 2 3 4 5
Knowledge	Knows a wide range of Scratch blocks	1 2 3 4 5
	Knows a wide range of Scratch features (sprite editor, importing, help)	1 2 3 4 5
Experience	Creating multiple types of projects with Scratch	1 2 3 4 5 6 7 8 9 10
	Creating projects with Scratch Jr. app	1 2 3 4 5
	Creating with code other than Scratch	1 2 3 4 5
	Connecting and programming physical computing devices with Scratch (like LEGO WeDo robotic sensors, MakeyMakey, PicoBoards)	1 2 3 4 5
	Assisting others with technology	1 2 3 4 5
Product Examples	Product examples demonstrate student creativity, ability to remix Scratch projects and a range of understanding of Scratch blocks and features. (Quality over quantity-at least 2 projects).	1 2 3 4 5 6 7 8 9 10
Interview	Student presents information and answers questions thoughtfully and thoroughly.	1 2 3 4 5 6 7 8 9 10
	Student comes prepared with created Scratch projects that open on their device.	1 2 3 4 5
	TOTAL SCORE OUT OF 100	